

STERN GOES BERZERK!

"How we gonna get out of this one?"

"Kill the humanoid."

"The answer's on the back."

"Chicken, fight like a robot!"

"Get the humanoid!"

"Intruder must not escape."

"Intruder alert!"

"Humanoid must not escape."



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If you think we went crazy developing Berzerk, you're right! This is the first time we've ever put all of our technology and wit to work in one video game. The result is a video masterpiece that not only drives players absolutely Berzerk, it drives profits directly to operators.

THE BERZERK LINEUP OF INNOVATIVE FEATURES:

- Unsurpassed 30-word vocabulary allows game to communicate to player.
- 64,000 random meza patterns appear on video screen for explosive—and non-repetitive—action.
- Newly designed "Joy Stick" enables player to move image of humanoid in 8 different directions.
- 10 highest scores-to-date register on screen after play is over.
- Memory also stores 5 highest scores-to-date, even when machine is unplugged.
- Attract mode beckons players by voicing—"Coins detected in pockets"—at timed intervals.
- All logic boards housed in accessible pullout drawer in cabinet front, providing easy service for technicians.
- Sophisticated self-diagnostic programming routine.



PLAY FEATURES



Robots pursue humanoid (player) through one of 64,000 possible maze patterns.



Humanoid avoids robots by manipulating "Joy Stick" and destroys robots by firing weapon.



"Evil Otis," an indestructible force, appears randomly on screen to pursue and destroy humanoid. He must be avoided at all costs!

"You'll really flip over this game, too!"

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Designed and Developed by Universal Research
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